

## Amendments to the Claims

1 – 21. (Canceled)

22. (Currently Amended) An electronic gaming die for randomly selecting an outcome that is a number between one and six, comprising:

a six-sided, cube-shaped shell defining the exterior of the electronic die, each side of the cube-shaped shell representing a predetermined outcome that is distinct from the outcomes represented by the other sides of the cube-shaped shell, the cube-shaped shell being adapted to be rolled by a user to determine the outcome;

a first side of the cube-shaped shell representing the number one;

a second side of the cube-shaped shell representing the number two;

three light-emitting pips located on a third side of the cube-shaped shell, representing the number three;

four light-emitting pips located on a fourth side of the cube-shaped shell, representing the number four;

five light-emitting pips located on a fifth side of the cube-shaped shell, representing the number five;

six light-emitting pips located on a sixth side of the cube-shaped shell, representing the number six, whereby the electronic die includes a total of at least nineteen light-emitting pips;

an electronic circuit, located within the cube-shaped shell, for causing, in response to a triggering input, the at least nineteen light-emitting pips on the sides of the cube-shaped shell to light up in a predetermined pattern that has a predetermined duration, the electronic circuit including an integrated circuit (IC) for illuminating one or more light emitting diodes (LEDs) illuminating the at least nineteen light-emitting pips according to the predetermined pattern, the IC being ~~circuit-on-board (COB)~~ COB- mounted to a printed circuit board (PCB) for miniaturizing the electronic circuit and configured in a one-shot mode so that the LEDs illuminate for the predetermined duration upon occurrence of the trigger input;

a sensor, located within the cube-shaped shell, for providing the triggering input to trigger the electronic circuit to illuminate the at least nineteen light-emitting pips according to the predetermined pattern in response to the electronic die being physically manipulated; and

at least one battery, located in the cube-shaped shell, for powering the electronic circuit.

23. (Previously Presented) The electronic die of claim 22, further comprising a light pipe located at least partially within the shell for transferring light from the LEDs to at least one of the light-emitting pips.

24. (Previously Presented) The electronic die of claim 22, wherein the shell is transparent and the electronic die further comprises an opaque layer of material disposed on the transparent shell in a predetermined pattern defining the light-emitting pips.

25. (Previously Presented) The electronic die of claim 22, wherein the at least one battery is a coin cell battery.

26. (Previously Presented) The electronic die of claim 22, further comprising: potting material placed inside the cube-shaped shell.

27. (Previously Presented) The electronic die of claim 22, further comprising: one light-emitting pip located on the first side of the shell, representing the number one.

28. (Previously Presented) The electronic die of claim 22, further comprising: two light-emitting pips located on a second side of the shell, representing the number two.

29. (Previously Presented) The electronic die of claim 22, wherein each of the pips

includes one of the LEDs.

30. (Previously Presented) The electronic die of claim 22, further comprising an audio generator.

31. (Previously Presented) The electronic die of claim 22, wherein the sensor includes:

a switch, located within the cube-shaped shell and operatively coupled to the electronic circuit, for indicating which of the shell sides is facing up.

32. (Previously Presented) The electronic die of claim 31, further comprising an audio generator, operatively coupled to the switch, for playing a voice message announcing a roll outcome indicated by the upward-facing side of the shell.

33. (Currently Amended) An electronic die, comprising:

a six-sided, cube-shaped shell defining the exterior of the electronic die, each side of the cube-shaped shell representing a predetermined outcome that is distinct from the outcomes represented by the other sides of the cube-shaped shell;

a first side of the shell representing the number one;

a second side of the shell representing the number two;

three light-emitting pips located on a third side of the shell, representing the number three;

four light-emitting pips located on a fourth side of the shell, representing the number four;

five light-emitting pips located on a fifth side of the shell, representing the number five;

six light-emitting pips located on a sixth side of the shell, representing the number six, whereby the electronic die includes a total of at least nineteen light-emitting pips;

at least one light source, attached to a printed circuit board (PCB) contained internally within the shell, for illuminating the pips;

a light pipe located within the shell and having an end attached to the at least one light source and one or more fingers terminating on the exterior of the shell at one or more of the light-emitting pips, for transferring light from the at least one light source to at least some the light-emitting pips;

an electronic circuit, located within the shell, for causing, in response to a triggering input, the at least one light source to illuminate in a predetermined pattern that has a predetermined duration, the electronic circuit including an integrated circuit (IC) for illuminating the at least one light source according to the predetermined pattern, the IC being ~~circuit-on-board (COB)~~ COB-mounted to the PCB for miniaturizing the electronic circuit ~~a printed circuit board (PCB)~~ and configured in a one-shot mode so that the at least one light source illuminates for the predetermined duration upon occurrence of the triggering input;

a sensor, located within the shell, for providing the triggering input to trigger the electronic circuit to light up the at least one light source according to the predetermined pattern in response to the electronic die being physically manipulated; and

at least one battery, located in the cube-shaped shell, for powering the electronic circuit and the at least one light source.

34. (Previously Presented) The electronic die of claim 33, wherein the shell is transparent and the electronic die further comprises an opaque layer of material disposed on the transparent shell in a predetermined pattern defining the light-emitting pips.

35. (Cancelled).

36. (Previously Presented) The electronic die of claim 33, further comprising: potting material placed inside the cube-shaped shell.

37. (Previously Presented) The electronic die of claim 33, further comprising: one light-emitting pip located on the first side of the shell, representing the number one.

38. (Previously Presented) The electronic die of claim 33, further comprising:  
two light-emitting pips located on a second side of the shell, representing the  
number two.
39. (Previously Presented) The electronic die of claim 33, further comprising an  
audio generator.
40. (Previously Presented) The electronic die of claim 33, wherein the sensor  
includes:  
a switch, located within the cube-shaped shell and operatively coupled to the  
electronic circuit, for indicating which of the shell sides is facing up.
41. (Previously Presented) The electronic die of claim 40, further comprising an  
audio generator, operatively coupled to the switch, for playing a voice message  
announcing a roll outcome indicated by the upward-facing side of the shell.
42. (New) An electronic die, comprising:  
a six-sided, cube-shaped shell defining the exterior of the electronic die, each side  
of the cube-shaped shell representing a predetermined outcome that is distinct from the  
outcomes represented by the other sides of the cube-shaped shell;  
a first side of the cube-shaped shell representing the number one;  
a second side of the cube-shaped shell representing the number two;  
three light-emitting pips located on a third side of the cube-shaped shell,  
representing the number three;  
four light-emitting pips located on a fourth side of the cube-shaped shell,  
representing the number four;  
five light-emitting pips located on a fifth side of the cube-shaped shell,  
representing the number five;  
six light-emitting pips located on a sixth side of the cube-shaped shell,

representing the number six, whereby the electronic die includes a total of at least nineteen light-emitting pips;

an electronic circuit, located within the cube-shaped shell, for causing, in response to a triggering input, the at least nineteen light-emitting pips on the sides of the cube-shaped shell to light up in a predetermined pattern that has a predetermined duration, the electronic circuit including an integrated circuit (IC) for illuminating one or more light emitting diodes (LEDs) illuminating the at least nineteen light-emitting pips according to the predetermined pattern, the IC being circuit-on-board (COB) mounted to a printed circuit board (PCB) and configured in a one-shot mode so that the LEDs illuminate for the predetermined duration upon occurrence of the trigger input;

a sensor, located within the cube-shaped shell, for providing the triggering input to trigger the electronic circuit to illuminate the at least nineteen light-emitting pips according to the predetermined pattern in response to the electronic die being physically manipulated, the sensor including a switch, for indicating which of the shell sides is facing up;

an audio generator, operatively coupled to the switch, for playing a voice message announcing a roll outcome indicated by the upward-facing side of the shell; and

at least one battery, located in the cube-shaped shell, for powering the electronic circuit.